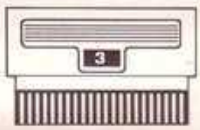
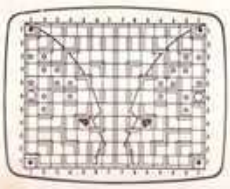
# BRAIN WAVE . . . Use skill, thought, and strategy in a battle of "Brain Waves" and be the first to complete a "Train of Thought". (For two players)

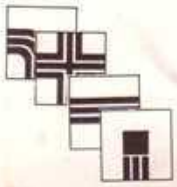
## GAME AIDS



Game Card No. 3

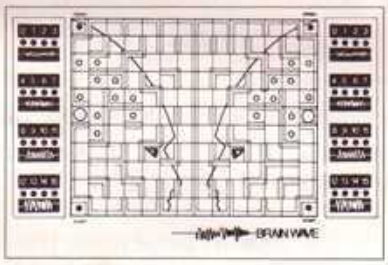


Brain Wave Overlay



Thought Tiles
(two sets of 48)

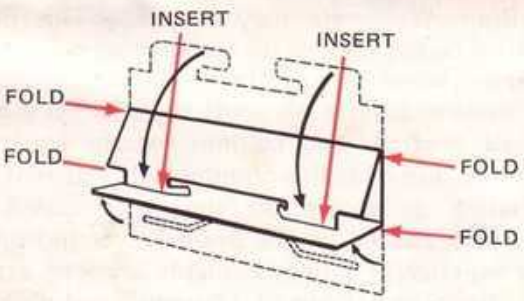
Dice



Brain Wave
Game Board

Memory Banks
(1 blue, 1 green)

Brain Wave
Power Markers
(1 blue, 1 green)

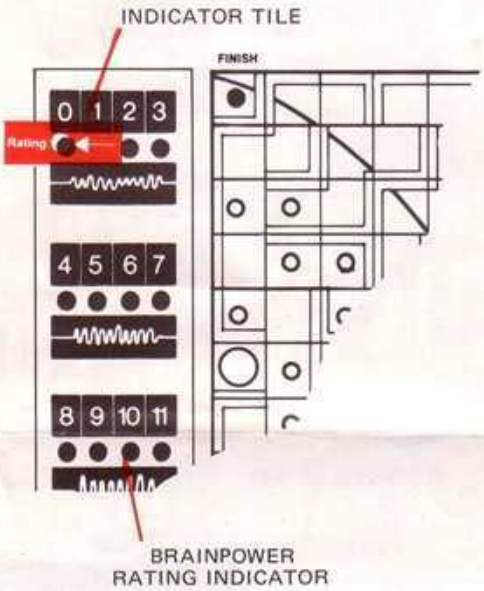



A

## Set Up

1. Place the Brain Wave Overlay on the screen.
2. Insert Game Card No. 3 into the Master Control Unit, position Player Spot No. 1 on the red circle at the left of the Overlay and Player Spot No. 2 on the red circle on the right side of the Overlay, and set the Speed Control all the way to the left, the slowest setting.
3. Place the Brain Wave Game Board convenient to both players.
4. Punch out the thought tiles, indicator tiles and memory banks. Sort the tiles into two sets and turn them face down. One player will use the green set and the other will use the blue set.
5. Assemble the memory bank as shown in Illustration A, and place the Brain Wave Power Indicator tiles on the

Game Board so that the hole in the center is over the small circle below the "0". **(See illustration B).**




B

## Play

The player will have Brain Wave battles on the screen to earn Brain Power Points as determined by the point value of the squares on the Overlay. These points are accumulated on the Brain Power Indicators and then exchanged for thought tiles. The players will then use their thought tiles to build a train of thought on the Thought Path section of the Game Board. The first player to complete a train of thought from his starting corner to his ending corner is the winner.

Play begins with a Brain Wave Battle. The players should roll the dice. The player with the higher number will be the first to attack, the other will be the defender. The players should then select their colors, the green player will use the green thought tiles and Player Control Unit No. 1, the blue player will use the blue thought tiles and Player Control Unit No. 2.

## Brain Wave Battles

Before the first battle starts, both players must center their English controls. Thereafter, a player may only move his English control when it is his turn to be the attacker.

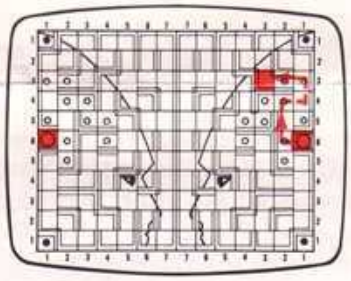
The defender rolls the dice to determine the number of squares he may move his player spot through the maze formed by the heavy green lines on his side of the overlay. He may not backtrack and he may not end up on the same square he started from. **(See illustration C).**

The defender then presses and holds his Reset Button until the "Brain Wave", the ball spot, is on the attacker's side of the screen.

The attacker then moves his English Control to the position that he feels will cause the Brain Wave to strike the defender's spot when the attacker presses his Reset Button. Then the attacker presses his Reset Button to fire his Brain Wave. He may not move his English Control after he has pressed his Reset Button.

If the Brain Wave strikes the defender's spot, (the defender must not move his spot) the attacker adds the numbers of the row and column for the square the defender is on and adds this number to his current Brain Power Rating as shown on the game board. The indicator tile is moved on the Brain Power Indicator to show the number of points available and the attacker refers to "Building a Train of Thought" and exchanges these Brain Power points for thought tiles. **(illustration D).**

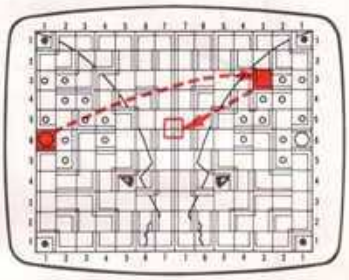
If the Brain Wave strikes the attacker's spot after



THE DEFENDER HAS ROLLED A SEVEN AND HAS MOVED SEVEN SQUARES

C

striking the defender's spot, the attacker has established "Telepathic Communication" and then receives double the number of Brain Power points.
If the Brain Wave does not strike the defender's spot, the defender adds two Brain Power points to his rating, and the attacker's turn is over.
**Brain Battle Strategy:** The defender should note that the squares with the lowest point value are also the easiest targets and the squares with the highest point values are the most difficult targets. Both players should remember where the Brain Wave spot leaves the screen, as the setting of the English Control required to cause the spot to cross a particular square is greatly affected by where the spot left the screen. (If the spot left the screen near the top, more English would be required to cause the ball to cross a square near the bottom, for example, than if the spot had left at the center of the screen.)



ATTACKER RECEIVES SIX POINTS FOR A SUCCESSFUL ATTACK

D

## Building a Train of Thought

The first player to complete a successful attack has the first opportunity to start his "train of thought." When his attack is completed, the player may exchange three Brain Power Points for one thought tile. For example, if the player had 8 points, he would draw two tiles and then move his Brain Power Indicator to show that he had 2 points remaining.
There are four types of tiles as shown in Illustration E. The player may start his "train of thought" with either a "Logic" or a "Mind Bender" tile. "Decision point" and "Mental Block" tiles will be used for special situations that will be explained later.
The "Train of Thought" must be built by the following rules:
**A.** The blue player starts at the lower right "start" square and builds toward the upper left "finish" square. The green player works from lower left to upper right. Any type of tile may be used to start.
**B.** A player may hold up to 3 tiles of any type and up to two Brain Power Points at the end of his turn. All other tiles and points must be used.
**C.** The train may be built in any direction at any time as long as it is continuous from the "start" square until it must cross, or the player wishes to cross the other player's train of thought.
**D.** The two trains of thought may cross at any decision point tile. If a player lays a tile adjacent to a decision point in the second player's train and does not lay another tile on the opposite side during that turn, the second player can only block the crossing by placing a "Mental Block" tile on his next turn.

LOGIC (24 EACH)

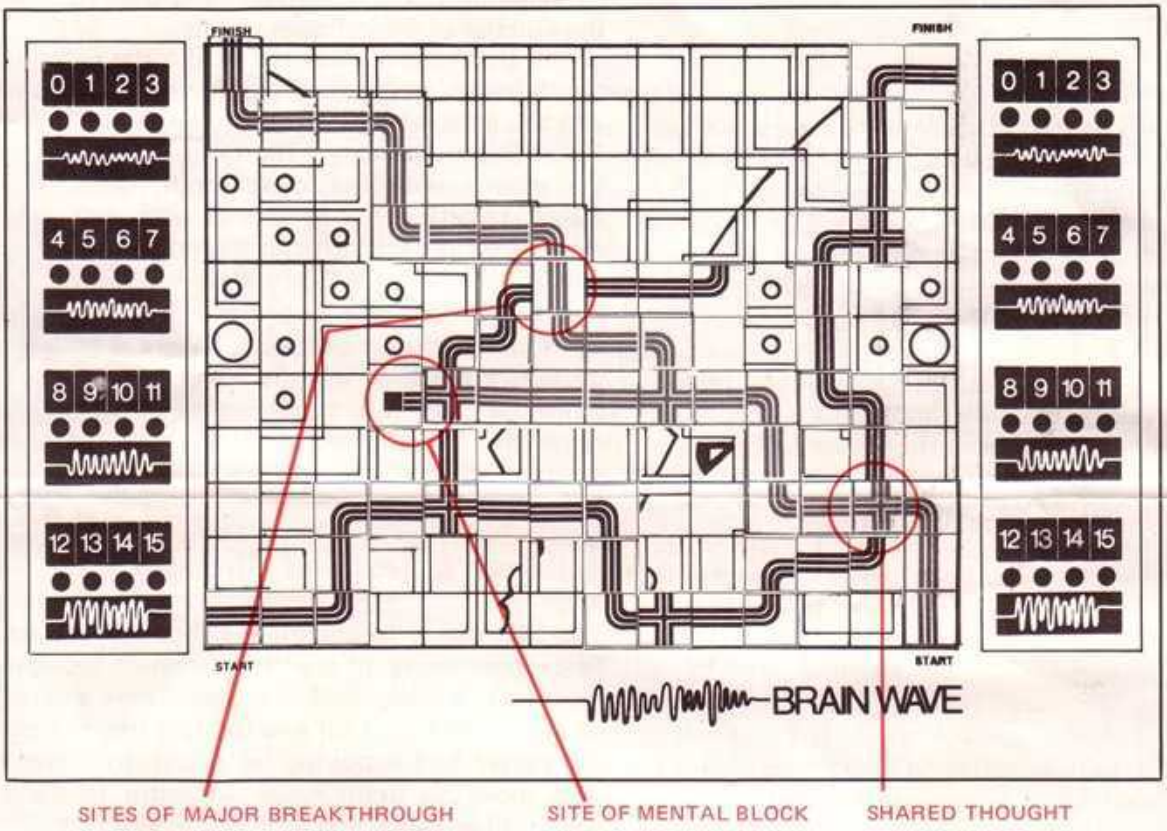
MENTAL BLOCK (3 EACH)

DECISION POINT (7 EACH)

MIND BENDER (14 EACH)

E

## TYPICAL "TRAINS OF THOUGHT"




**E.** A player may place a "Mental Block" tile at any of his own decision points on his turn to prevent that decision point from being used by his opponent.

**F.** A tile placed on a previous turn cannot be moved by its owner.

## Breaking a Train of Thought

As a player's Train of Thought approaches the others, he has the option of calling for a breakthrough attempt, before he lays down any tiles. He may call for a Major or Minor breakthrough as described below.

**Major Breakthrough** takes place when one "Train of Thought" is laid down through another by using a "Logic" tile, thus completely breaking that train.

**Minor Breakthrough** takes place when one "Train of Thought" is laid down through another by using a "Decision Point" tile thus, not actually breaking that train.

When a player calls for a breakthough, he specifies "Major" or "Minor", indicates which of his opponents "Logic" tiles he will remove and lays down beside the Game Board enough of the correct type of tiles to accomplish the breakthrough. Both players then move their spots to their respective red circles. The player under attack now begins to move his spot randomly about on his maze. He need not follow the maze pattern but he must stay within the outside borders of his maze area or the attacker may call for restart of the attempt.

The attacker then presses his Reset Button and launches the Brain Wave and, by using his English control to guide it, trys to hit the defender's spot. If he is successful, he may then place his tiles on the board and remove his opponent's "Logic" tile previously designated.

If he is unsuccessful, and if it was an attempt for a Major breakthrough, he forfeits all of the unplayed tiles in his possession, and his turn is over. If it was an attempt for a minor breakthrough, he forfeits all but three of his tiles and his turn is over.

When a player's train is broken he may, at any time, attempt a Minor breakthrough to rebuild, otherwise he must rebuild his train around the break.

After an attempt both players return their spots to their red circles and play continues.

## Winner

The first player to successfully reach his FINISH block ends the game and is declared the winner.



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